

A high-contrast, black and white portrait of Al Pacino as Tony Montana. He is wearing a dark suit jacket over a light-colored shirt and tie. His gaze is directed towards the viewer with a serious, intense expression. The lighting is dramatic, casting deep shadows on one side of his face.

SCARFACE

THE WORLD IS YOURS

TM



WIN FREE GAMES!

*Register your game online and
you'll be automatically entered into our drawing.*

By registering you'll also get these great benefits:

- Stay informed about the latest updates to your game
- Get our newsletter featuring strategies and sneak peaks on the hottest upcoming games
- Get exclusive discounts at the Vivendi Games Store

*Don't wait! Register now at
<https://reg.vugames.com/>*



SCARFACE

TM

THE WORLD IS YOURS

CONTROLS.....	2
FRONT END.....	2
ON-FOOT.....	2
VEHICLES.....	3
GAMEPLAY AND HUD.....	4
SAT PHONE MENU.....	4
PAUSE MENU.....	5
OPTIONS.....	6
ENEMY PROFILES.....	6
WEAPONS.....	7
GAMEPLAY TIPS.....	8
CREDITS.....	9-12
LICENSE AGREEMENT.....	13-15
CUSTOMER SUPPORT.....	16

"Scarface: The World Is Yours" interactive game © 2006 Vivendi Games, Inc. Scarface is a trademark and copyright of Universal Studios. Licensed by Universal Studios Licensing LLLP. All Rights Reserved. Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. Radical Entertainment is a trademark or registered trademark of Vivendi Games Canada Ltd. in Canada, the U.S. and/or other jurisdictions. Used Bink Video Technology. Copyright © 1997-2006 by RAD Game Tools, Inc. THX and the THX logo are trademarks of THX Ltd., which may be registered in some jurisdictions. All rights reserved. Microsoft, Windows and DirectX are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. Pentium is a registered trademark of Intel Corporation. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are property of their respective owners.

A Note to Parents: Scarface is rated R. Consult www.filmratings.com for further information.

DEFAULT CONTROLS

Command	Primary Button	Secondary Button	Tertiary Button
Front-End			
Pause/Un-pause game	Esc		
Menu selection	Enter		
Menu Navigation	Arrow Keys	W,A,S,D	
Map Zoom	Q & Z	Mouse Wheel	
Map Pan	Mouse Axis		
Map Legend Toggle	F	L	
Map Set Waypoint	Enter	Left Mouse	
Map Toggle Main Character	Tab	Right Mouse	
Game Over Retry	Enter	Left Mouse	
Game Over Tutorial	R	F1	
Tape Player Stop	Home	G	
Menu Exit	Esc		
Tape Player			
Expand List	D	Right Arrow	
Contract List	A	Left Arrow	
Play Track	T	X	Left Mouse
Add/Remove	R	B	
Shuffle	Enter		
Drag Up	Caps Lock	Delete	
Drag Down	Space		
Focus Mix	Left CTRL		
Focus Library	Left Alt		
Pimp Your Mansion			
Activate/Enter Pimping Mode	E		
Menu Navigation	Arrow Keys		
Rotate Item	Q, Z	- , =	
Menu Select/Place Item	Enter	Left Mouse	
Put Away	R	Right Mouse	
Character/On-foot			
Movements			
Movements	W,A,S,D		P L ; `
Crouch/Stand	Left CTRL		Right CTRL
Sprint/Run	Left Shift		Right Shift
Camera			
Camera controls	Arrow Keys	Mouse Axis	
Lock-On	Caps Lock	Right Mouse	Delete
Re-center Camera	C	Home	
Zoom In	Q	+	=
Zoom Out	Z	-	
Combat			
Fire	Space	Left Mouse	
Alternate Fire	F	Middle Mouse	
Reload	R		
Rage	V (hold to activate)		
Weapon Select Left	1		
Weapon Select Right	2		
Holster Weapon	3		
Wall Cover	Enter		
Block	R	B	

DEFAULT CONTROLS

Command	Primary Button	Secondary Button	Tertiary Button
Interaction			
Provoke/Talk	T		X
SAT Phone Menu	Tab		
Execute>Select/Enter/Skip NIS	Enter		
Start Deal (for drug dealers)	T		X
Intimidation Meter	T		Left Mouse
Dance	B		X
Dance Move	Left ALT		
Mouse			
Camera controls	X, Y Axis		
Fire	Left Mouse		
Alternate Fire	Middle Mouse		
Lock On	Right Mouse		
Mini Games			
Navigation	W,A,S,D	Arrow Keys	
Confirm	Enter	Left Mouse	
Cancel	Esc	Right Mouse	
Stand	R		
Vehicle			
Forward	W		P
Reverse	S		;
Left	A		L
Right	D		'
E Brake	Space		
Boat Tight Turn	Space		
Camera			
Look Back	Arrow Keys	Mouse Axis	
Switch Camera / cycle among cameras	Z	Middle Mouse	Page Down
	C		Page Up
Interaction			
Enter/Exit Car	E		
Horn/Siren/Taunt	T	X	
SAT Phone Menu	Tab		
Combat			
Fire	Left Mouse	Left CTRL	F
Lock On	Caps Lock	Right Mouse	Delete
Weapon Select Left	1		
Weapon Select Right	2		
Holster Weapon	3		
Mouse			
Camera Controls	Mouse Axis		
Fire	Left Mouse		
Lock On	Right Mouse		

GAMEPLAY AND HUD [HEADS-UP DISPLAY]

Player Character: You are Tony Montana!

Cop Heat: Indicates your immediate status with the Police.

Weapon/Ammo: Indicates equipped weapon and its remaining ammo.

Life: Tony's Health indicator.

Balls: This bar fills via skilled gameplay, taunting and successful intimidations.

When it fills, unleash Blind Rage!

Grams: The amount of cocaine you have at a given time.

Gang Heat: Indicates your immediate status with Gangs.

Clean Cash: The amount of cash you have deposited at the bank; this is safe even if you die or get busted.

Dirty Cash: The cash you collect during gameplay. Launder and deposit to keep it safe!

Visibility Border Meter: Represents Miami Police's awareness of Tony's actions.

SAT PHONE MENU: At a certain point in the game, Tony will acquire a Satellite Phone. From that point on, he can use the phone at any time during gameplay. To access the SAT Phone Menu, press Tab.

To select an option, use Arrow Keys to highlight the option you want; with that option highlighted, press Enter.

SAT Phone Menu

Music: Listen to any song, any time!

Tony's Mixes: Pre-made mix tapes for your listening pleasure.

Song Library: The entire list of music.

You can create your own mixes from the list as well!

EXOTICS: You can purchase many things from the Exotics Catalog, from hired thugs to cars and boats to furniture and accessories for your mansion.

Henchmen: Get a driver, boat pilot, arms dealer, enforcer or assassin.

Garage: Get every car you buy delivered to you anywhere, any time. When at a shoreline, facing land will call a car.

Boathouse: Works just like the Garage. When at a shoreline, facing the water will call a boat.

Mansion: Renovate the Mansion or choose from two alternate themed interiors.

Unique Collectibles: Buy expensive-looking stuff to put in your mansion.

Furniture: Buy standard furniture to put in your mansion.



Décor: Buy semi-expensive and random stuff to put in your mansion.

Weapons: Buy the Arms Dealer from Henchmen, and he will deliver guns to you via the trunks of cars.

Driver: Buy the Driver Henchman, and he will bring your purchased cars ASAP.

Investments: Purchase Investments to receive large amounts of reputation points.

EMPIRE: The empire screen is the interactive map that will lead you through the game. Find relevant mission objectives, dealers, fronts, banks, gang nests, etc.

TURFS: There are 4 turfs in Miami. Each turf has at least three fronts and a storehouse.

See the example of Little Havana to the right.



BUSINESS: The business menu allows Tony to access quick missions that are geographically close to his location at the time. Some yield cash, while others yield cocaine. But be wary, higher rewards may result in riskier missions.



HEAT: Do you smell bacon? Is the Man gettin' ya down? Shed the Fuzz with one telephone call—before they bust you. You can pay down Cop Heat and Gang Heat instantly with your handy SAT Phone.

PAUSE MENU

MAIN

Reputation - total accumulated Reputation points

Exotics - total number of Exotics purchased

Turf - percentage of total Turf acquired

Balls - running tally of total Balls earned

Drugs - amount of cocaine Tony has at the moment

Total Cash - all Dirty and Clean cash Tony has at the moment

STATS

There are many Stats to be seen, such as Total Chainsaw Full Body Dismemberments, Total Gambling Winnings, Storehouses Owned, % of Game Complete and more.

CHEATS

Enter your game cheat code here.

OPTIONS

Game Options

- Captions - for those who like to read
- End of Mission Autosave - toggle autosave on or off

Display Options

- Resolution - Alter visual quality and performance.
- Antialiasing - Smoothes out texture edges.
- Special FX - On/Off
- Trilinear Filtering - On/Off
- Anisotropic Filtering - Enhances background detail.
- Brightness - 0-10

Sound Options

- Sound Mode - Stereo, Mono, etc.
- Music Volume - 0-10
- SFX Volume - 0-10
- Dialogue Volume - 0-10

Tape Player

- Auto/Vehicle - Do you want the tape players to be on in all cars?

PROFILES - Manage saved profiles and load games from here.

CONTROLS

Invert X - invert your horizontal look

Invert Y - invert your vertical look

Vibration - yea or nay?

Mouse Sensitivity - 1-10

Left-Handed Mouse - yes/no

Controller Configuration - assign functions to your controller

Keyboard Configuration - assign functions to your keys

CREDITS - full game credits available any time

ENEMY PROFILES



NACHO:
The man with no neck.



GASPAR:
The Haza.



DIAZ BROS:
Enter the bloodbath!

SOSA:
I told you never to mess with me, Tony!

WEAPONS



Pistol:
Don't leave home without it.



Sub-Machine Gun:
Low power and low accuracy are made up for with sheer volume.



Chainsaw:
A little off the top, please!



Machine Gun:
You know the drill-point, shoot, destroy.



Shotgun:
Vicious at short range, this is a great close-quarters weapon.



Sniper Rifle:
Instant gratification.



Rocket/Grenade Launchers:
Havoc on an unprecedented scale.

GAMEPLAY TIPS

Drug Wars: This term describes the open-world cocaine economy you will exploit on your rise back to the top. Keep your eyes on the prize; make deals and do business missions often!

Turfs: You need to complete 100% of a turf to unlock the next one. You can only do Front Missions in unlocked turfs, but you are free to roam around and do Business Missions in locked turfs.

Fronts: While all front owners are interested in selling their business to you, they all seem to have one gang or another on their backs. Be prepared for a variety of missions that help keep these fronts from going under. There are often gun vendors near fronts if you want to pack heat in a hurry.

Storehouses: Though teeming with thugs, these big warehouses will be ripe for the picking as you take over the land surrounding them. Don't forget to stock up on big guns and massive ammo before you bust through that gate!

Shooting: You can choose whether to lock onto your targets or aim manually—you will get more points for manually aimed skill-shots, but locking on is much easier to pull off. A combination of the two aiming styles will yield the best results; manually aim at swarms of enemies with automatic weapons, then lock onto stragglers for the efficient kill.

Blind Rage: No one can flip the fuck out like Tony can. As if greatly enhanced accuracy and increased movement speed aren't enough, you also become temporarily invincible AND gain back health for every kill you make. Well-timed use of blind rage can get you through many a tough spot.

Gang Nests: Each Turf in Miami has a number of Gang Nests. Tony gets reputation points and turf percentage points for clearing out all the gang members in a nest. However, many of these nests are very difficult to clear out—and Tony can easily gain control of each turf by other means—so don't bother spending too much time on difficult Gang Nests.

Execution Moves: If Tony locks onto an enemy and fires at very close range, he will perform an execution move. There are different moves for each weapon type. Try it out!

Intimidation: Become a master of the Intimidation Meter. Confidence in getting good scores is key. Successful intimidations can gain you Balls points, get you the best deals on drugs, minimize the laundering rate at the bank, and help you talk the cops out of confiscating your dirty cash and cocaine!

Taunting: There is only one thing better than spitting Tony's one-liners at everyone you see: getting Balls points for taunting a fool after you shot his ass! There is no better way to enable Blind Rage than a string of taunt-combos.

Use Your Exotics: Nothing beats a fast car delivered anywhere, any time. So buy a couple fast cars early on—they will be worth their weight in gold. It is also recommended to buy the Limo and Float Plane as soon as you can—they offer instant travel between owned fronts and docks, respectively. As the coffers begin to fill, start blowing some cash to renovate and decorate your mansion. Every item you buy can be placed in your mansion AND gives you reputation points for the purchase!

Femme Fatales: There are 5 women in the game that will want nothing to do with Tony at first. Remember to go back to them later in the game when your reputation has grown. Who knows, maybe they will want to have some ice cream at your place...

CREDITS

Radical Entertainment

Senior Producers
Cam Weber
Stephen Van der Mescht

Art Director
Michel Bowes

Technical Director
Tom Legal

Sound Director
Rob Bridgett

Lead Game Designer
Pete Low

Associate Producer
Julian Beak

Senior Game Designer
Galan Akin

Technical Art Director
Jeff Harkness

Art Production Manager
Ivan Mickovic

Associate Technical Directors
Josh Blommestein
George Mawle

Technical Leads

Andrew Hume
Brad Kusy
Jasmin Patry
Jeremy Isaak
Larbi Mouedden
Robert Sparks
Ryan Kelin

Core Technical Team

Adrian Gheorghe
Andrew Joe
Bill Gates
Ceri Stagg
Chris Haddon
Chris Winder
Colin Neilens
Cong Ly
Dave Martindale
Hongzhi Wang
James Busby
Jason Busch
Manu Varghese
Vincent Mar
Zaven Ali

Senior Project Manager
Allister Jones

Project Manager
Carolina Trujillo

Combat Design Lead
Jason Bone

Game Designers
Brian Smedley
Gregory MacMartin
Ian Christy
Jesse Russell
Lauren Grindrod
Mike Lopez
Paul Inouye
Richard Clifford

Vehicle Design and Tuning
Dan Roarty
Jaroslav Chorny
Jeff Solway
John Zhong Yi Wang
Tuan La
Tyler Wilson

Mission Scripters
Greg Hennessey
Keith Blyth

Lead Environment Artist
Hani Ghazaleh

Technical Artist
Mike Peredo

Environment Artists
Akio Kimoto
Alejandro Hidalgo
Chris Larsen
Danny Maher
Derek Young
Eric Poulin
Eric Tsao

Art Production Manager
Francis Szlachcic
Fu Kai Lee
Geoff Charters
Jake Pokorny

Associate Technical Directors
Josh Blommestein
George Mawle

Technical Leads

Andrew Barker
Anthony Eric Gabas
Brad Dixon

Lead Lighting Artist
Barry MacDougall

Lighting Artists
Joey Kutzer
Eric Do

Lead In-Game Animator
Craig McPherson

In-Game Animators
David Wigmore
Steph Hoddy

Director of Characters and Cinematics
Scott Lee

Lead Cinematics Animator
Earl Fast

Cinematics Animators
Derek Day
Dimitry Kuperman
Gerald Sombilon
Harry Ahn
Kenneth Chen
Wade Howard

Character Artists
Dan Roarty
Jaroslav Chorny
Jeff Solway
John Zhong Yi Wang
Tuan La
Tyler Wilson

Concept Artist
Dejan Ostojic

Interface Artists
Boris Dimitrijevic
Paul Goad

Vehicle Artists
Devin Stoutley
Mike Marrappa
Patrick Lopetrone

Lead Props/Effects Artist
Steve Mele

Props/Effects Artists
Andrew Barker
Anthony Eric Gabas
Brad Dixon

Special Effects Artist
Michael Mussellam

Sound Direction and Design
Adam Gejdos

Foley Artist/Sound Editor
Cory Hawthorne

Sound & Dialogue Mastering
Roman Tomazin

Music
Steve Goldman - Music Licensing
Marc Baril - Original Game Score
Giorgio Moroder - Original Motion Picture Score

Music Production
Shawn Pierce
– Mixing Engineer
Jamie Sitar, Suite Sound Labs
– Music Mastering
Marc L'Esperance
– Recording Engineer

Recording Engineers
Morgan Gerhard
David Walsh
Alan Porzio
Lisle Leete
Rik Elliot

Casting
Chung and Associates
Michael Dobson

Dialogue Direction - Technicolor Studios
Chris Borders
Rob King

Sound & Dialogue Editing
James Fonnyadt
Shawn Knapp
Miguel Nunes
Mathias Wolfsohn
Alan Porzio
Kent Gibson
Lisle Leete
Rich Seitz
Steve Kutay
Bo Bennike
Scott Morgan

QA Leads
Mark Ng
Jono Lim

World Ambience Design/QA Testers
Jasbir Singh Roopra
Tim Dale

QA Testers
Hamish Millar
Jason Pineo
Kelvin Hoyle
Patrick Thornley
Przemyslaw Pawlak
Shaun Morrison

Additional Art
Bryce Diamond
Edmond Mai
Kevin Fink
Landin Kent
Manuel Silva
Steven Huang

Additional Programming
Joel Kinman
John Burk
Jon Mitchell
Kevin Loose
Marcin Chady
Mike Roberts
Ryan Ridout
Scott Andrews
Tim Hinds
Timman

Additional Game Design
Dennis Detwiller
Mike Wong

Additional Scripting	Simon Hatch	Tupper High School	Software Engineer	Alex Schoenber	Ryan LeFebre	Cyra Talton	Specialist
Alvin Kim	Stan Jang	Vincent Chin	Danny Koo	Jen Johnson	Saif Ebrahim	Fausto Lorenzano	Nikki Pounds
Domonic Prince	Timothy Hinds	Yousuf Mapara		Alvin Kim	Shane Englefield		TRADE MARKETING
Karl Tars		Xichi Zheng	Additional Production Support	David Luyties	Tim Hanks		
Director, Sound Department	Writers	Scott Gershin	Ben Borth	Todd Baron	Todd Baron	Senior Engineer, VUPC Group	Director
Iain Ross	Original Story by David McKenna	Aubrey Ashburn	Michael Graham	Travis Shrodes	Richard Benavides	Richard Benavides	Linda Ethridge
Production Coordinator, Sound Department	Helicon Group	Randall Foster	Jason Alejandre	Zachary Zabayle		QA Tools Programmer	Specialist
Hallie Sanderson	Jenn Farrell	Ron Fish	Doug Rukavina	Mike Yang	Ben Hines	Ben Hines	Jason Taylor
Post Production and Sound Services	Gary Fisher	Rik Elliot	Lisa Roth	Map Consultants		QA Supervisors	INTERACTIVE MARKETING
by Skywalker Sound, A Lucasfilm Ltd. Company	Rob King	Steve Riley	James Bonti	Alex Gold	Alex Gold	James Pasque	
Marin County, California	Andrew McEvoy	Mark Tuffy (THX)		Carlos Moran	Carlos Moran	Marcus Quinn	
Sound Designer	Sara Snow	Alison McLean	Additional Art Consulting	David Luyties	David Luyties		
- Randy Thom		Amber Jordan	John Slowsky	Trevor Matsudaira	Trevor Matsudaira		
Assistant Sound Designer	Chief Operating Officer, Radical Entertainment	Craig Whitehead					
- Will Files	Kelly Zmak	Eric Legaspi	Additional Design				
Sound Mixer	Latin Band	Fred Snow	Kit Chan				
- Juan Peralta	Allan Johnston	Ian McNeil	Dan Badilla				
Sound Effects Editor	Andre Abreau	Jason Philipchuck	Production Capture Technician				
- Mac Smith	Raphael Geronimo	Jen McDougall	John Triplett				
Sound Design Intern	Rolando Preza	John Adano					
- Kyle Gray	Martin Romero	Leah Rubin					
Mix Technician		Marc Marrujo					
- Tony Sereno		Mike Roulston					
Digital Support Services	Special Thanks	Nicole Silvestre					
- David Hunter	Borut Pfeifer	Samuel Ko					
Digital Support Services	Brandon McGuigan	Shannon Hemmes					
- Leffert Lefferts	Chakib Ouhajou	Sharon Brown-John					
I.T. Services	Colin Caufield	Wendy Robillard					
- Jacob Balser	Danny Novak	Wallace Robinson					
I.T. Services	Easter (Xing Xing) Digital Corporation	Joe Keithley					
- Julie Soucek	Front Sight Resort, Nevada						
Client Services	Geoff Anderson						
- Eva Porter	Hot 97						
Client Services	Ian Wilkinson						
- Mike Lane	Isaac Barry						
Visual Development	Jared Fry						
Liezel Sinclair	Jeremy McCarron						
Fernando Medrano	Jeremy Mesana						
Creative Services	Josh Pong						
Craig Nelson	Kevin Coughlan						
Geoff Richardson	Technicolor Interactive Services						
Karen Mah	Michael Gollom						
Shamus Horak	Lydian Tone						
Ting Ting Chen	Chris Borders						
Advanced Technology Group	Rob King						
Adrian Johnston	Michelle Lam						
Armin Bahramshahry	Murray McCarron						
Brian Ewert	Neil Haran						
Colin Caufield	Robin Kahlon						
Eric Honsch	Ron Sombilon						
James Busby	Ross Young						
Jon Mitchell	Safet Hrbinic						
Mark James	Sanelia Mickovic						
Marcin Chady	Sarah Meagher						
Michael Hughes	Scott Morgan						
Michael Roberts	Sean Butterworth						
Neall Verheyde	Sheik Sahib						
Nigel Brook	Sirius Satellite Radio Studios						
Pamela Chow	Stephanie Jang						
Paul Stark	Tim Tang						
Rod Davison	Trevor Lim						
	Technical Manager						
	Rob Kohout						
	Software Engineer						
	Danny Koo						
	Additional Production Support						
	Ben Borth						
	Michael Graham						
	Jason Alejandre						
	Doug Rukavina						
	Rik Elliot						
	Steve Riley						
	Mark Tuffy (THX)						
	Alison McLean						
	Amber Jordan						
	Craig Whitehead						
	Eric Legaspi						
	Fred Snow						
	Ian McNeil						
	Jason Philipchuck						
	Jen McDougall						
	John Adano						
	Leah Rubin						
	Marc Marrujo						
	Mike Roulston						
	Nicole Silvestre						
	Samuel Ko						
	Shannon Hemmes						
	Sharon Brown-John						
	Wendy Robillard						
	Wallace Robinson						
	Joe Keithley						
	Additional Art Consulting						
	John Slowsky						
	Additional Design						
	Kit Chan						
	Dan Badilla						
	Production Capture Technician						
	John Triplett						
	PD Special Thanks						
	Marissa Perez						
	Alexander Ross						
	Perez						
	Diana Wu						
	Kenia Sammartino						
	Titus T.A.						
	Sammartino						
	Stephanie Kleinman						
	William Kendall						
	Tyler Daly						
	Lisa Riznikove						
	Bob Loya						
	Marcus Beers						
	Michael Cerven						
	Ian Stevens						
	Jeremy Hribnick						
	Geoff Keighley						
	Andy McNamara						
	N'Gai Croal						
	Amanda Phillips						
	QUALITY ASSURANCE						
	Producer						
	Dan Badilla						
	Ricci Rukavina						
	Associate Producer						
	Ryan French						
	Tom Gastall						
	Marcus Savino						
	Production Associate						
	Kit Chan						
	Kelly Kooser						
	TECH GROUP						
	Technical Director						
	Ryan Sammartino						
	QA Manager						
	Andy Warwick						
	QA Project Leads						
	Vincent Delupio						
	Mike Fahmy						
	Specialist Testers						
	Dustin Thomas						
	Neelam Patel						
	Dwayne Zamora						
	Erwin Osias						
	Steve Baker						
	Trevor Matsudaira						
	Domonic Prince						
	Additional Production Support						
	Ben Borth						
	Michael Graham						
	Jason Alejandre						
	Doug Rukavina						
	Lisa Roth						
	Testers						
	Adam Carrillo						
	Adriana Mordente						
	Albert Ting						
	Alex Gold						
	Allen Montenegro						
	Altheria Weaver						
	Alvin Broussard						
	Andrea McNew						
	Andy Chen						
	Avinash Kanwar						
	Ben Tapley						
	Brad Gruber						
	Brandon Hooper						
	Bruce Allen						
	Bryan Wilbur						
	Carlos Moran						
	Chris McCue						
	Chris Owen						
	Corey Gibson						
	Craig Iwamoto						
	Dan Bradley						
	Dan Doberne						
	Danny Carrero						
	David Madrid						
	David Scharf						
	Delfin Jaralanja (TJ)						
	Doug Berry						
	Edgar Ortega						
	Eric Amaya						
	Gary Washington						
	Gene Shaw						
	Haoyan Zhang						
	Ian Callaway						
	James Gibson						
	James Kropp						
	James Ong						
	James Stubbs						
	Jamie Sheppard						
	Jason Jackson						
	Jeff Freydell						
	Jeff Tessar						
	Jeremy Feasel						
	Jeremy Gray						
	Josh Singleton						
	John Titel						
	John Triplett						
	Jose Rodriguez						
	Josh Carlos						
	Josh Pletzke						
	Karl Tars						
	Kevin Quezada						
	Lenny Brown						
	Lionel Hill						
	Luke Kane						
	Mark Flores						
	Matt McAnena						
	Matthew Stevenson						
	Michael Becker						
	Michael Chowsanitphon						
	Michael Fletcher						
	Michael Lee						
	Mike Yang						
	Rachel Carozzo						
	Raymund Pineda						
	Rodney Scates						
	Robert Hanscum						
	End User Support Technicians						
	Shawn Lomas						
	Mark Smith						
	Alex Bryant						
	Project Leads, VUPC Group						
	Julie Thomas						
	Brandon Valdez						
	Map Consultants						
	Alex Gold						
	Carlos Moran						
	David Luyties						
	Trevor Matsudaira						
	Compatibility Requirements Group Supervisor						
	Robert Fleischacker						
	Compatibility Requirements Group Engineers						
	Austin Kienzle						
	Farid Kazimi						
	Robert Fenoglio						
	Senior QA Manager, Tester Resources						
	Michael Gonzales						
	QA SPECIAL THANKS						
	James Galloway						
	Chris Wilson						
	Brand Coordination Manager						
	Deana Erickson						
	BRAND MANAGEMENT						
	Ali Raza						
	Kevin Jackson						
	CONSOLE PUBLISHING						
	Al Simone						
	Senior Global Brand Manager						
	Tom Craven						
	Jose Beltran						
	Mark Jihanian						
	Robert Gardner						
	Lauren Kamieniecki						
	Brian Jones						

Production Artist
Pete Tran
Hector Lopez

MEDIA PRODUCTIONS

VP
Jim Carey

V.O. Director
Eric Weiss

Production Coordinator
Amy Allison

Digital Video Specialist
Anita Crouch

Video Editor/Graphic Artist
Stuart Allison

Audio Engineer
Mike Patterson

Screenshot Artist
Kevin Hill

GLOBAL CONSUMER RESEARCH

Director
Janice Charlton

Manager
Miriam Bishay

Senior Analyst
Eric Culqui

Senior Analyst
Michael Nguyen

MARKETING SPECIAL THANKS

Nichol Bradford
Brent Rabowsky
Ed Zobrist
Koren Hubbard
Dorothy Milton
Bob Wharton
Michael Kaplan
Jeff Feinstein
Donna Lombardo
Sylvia Rojas
Maxine Cintron
Kevin Crook
Lynda Do
Stacy Gordon
Terry Quan
Rod Rigole
Jim Riordan
Eric Roeder
Amber Roth
Pam Teller
Glenn Oliver
Tomas Melian
Amy Chen
Jason Subia
Brandy Lebetzsamer
Kevin Vlaming

Jose Zavala
Donna Damrow
Kristy Cheng
Michelle Garnier-Winkler
Blake Hill
Ben Kusin
Victor Romero
Jeremy Osterloh
Amanda O'Keefe

Beth Goss
Bill Kispert
Todd Whitford
Debbie Luner
Gary Lokum
Julie Chebbi
Jennifer Westerlund

SPECIAL THANKS TO

Al Pacino
Rick Nicita
Larry Shapiro
Ant Farm, Rob Troy and
Lisa R
Creative Asylum
Brian Hague
Danny Johnson
Josh Bartos

Technicolor
Chris Borders
Rob King

Prologue Films
Kyle Cooper
Simon Clowes
Juan Ruiz Anchia
Phyllis Weisband Fibus
Seth Kleinberg
Lance Pereira
Nathaniel Park
Gary Mau
Dong Ho Lee
Anthony Mabin

Bodog
Calvin Ayre and
the Bodog Team

Voice of Tony Montana
performed in-game by
Andre Sogliuzzo

VUG SENIOR EXECUTIVES

Chief Executive Officer
Bruce Hack

Chief Strategy and Marketing Officer
Cindy Cook

CFO
Jean-Francois Grollemond

President, WW Studios
Martin Tremblay

SVP, COO Product Development
Peter Della Penna

EVP, Global Sales
Pascal Brochier

EVP, General Counsel
Terri Durham

EVP, Human Resources
Mark Halacy

NORTH AMERICAN SALES TEAM

VP of Sales, West
Brad Beegle

VP Of Sales, South
Bob Brown

National Account Manager
Brad Chester
Gabriela Cesena
Stacy Glass

National Account Director
Anna Chapman
Carl Steele
Owen Lancaster

Director of Canadian Sales
Deron Dempster

Account Manager
Derek Elder
Pat Gerleman
Ryan Calnan

MUSIC CONSULTANTS
Steve Goldman
Steve Leeds

UNIVERSAL PICTURES
Marc Shmuger

The makers of this interactive experience want to personally apologize to any flamingo that was personally offended or emotionally traumatized by Tony's comments referring to flamingos and 'pelicans'.

LICENSE AGREEMENT

YOU SHOULD CAREFULLY READ THE FOLLOWING END USER LICENSE AGREEMENT BEFORE INSTALLING THIS SOFTWARE PROGRAM. BY INSTALLING OR OTHERWISE USING THE SOFTWARE PROGRAM, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, PROMPTLY CONTACT SIERRA CUSTOMER SERVICE AT (800) 757-7707 FOR A FULL REFUND OF THE PURCHASE PRICE WITHIN 30 DAYS OF THE ORIGINAL PURCHASE.

This software program and any files that are provided by Sierra Entertainment, Inc. to you by on-line transmission or otherwise to 'patch,' 'update,' or modify the software program, inclusive of "New Materials" as defined in Section 1 below, as well as any printed materials, on-line or electronic documentation, and any and all copies and derivative works of such software program and materials (collectively, the "Program") are the copyrighted work of Sierra Entertainment, Inc. and/or, its licensors, licensees and suppliers (collectively referred to herein as "Licensor"). All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License Agreement"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. Limited Use License. Licensor hereby grants, and by installing the Program you thereby accept, a limited, non-exclusive license and right to install and use one (1) copy of the Program for your use on a home, business or portable computer. In addition, The Program has a multi-player capability that allows users to utilize the Program over the Internet via a gaming network designated by Licensor (an "On-line Provider"). Use of the Program with the On-line Provider is subject to your acceptance of On-line Provider's Terms of Use Agreement and may be updated or modified at any time. The Program may also contain a Campaign Editor (the "Editor") that allows you to create custom levels or other materials for your personal use in connection with the Program ("New Materials"). All use of the Editor or any New Materials is subject to this License Agreement. The Program is licensed, not sold. Your license confers no title or ownership in the Program.

2. Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by Licensor or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program contains certain licensed materials and Licensor's licensors may protect their rights in the event of any violation of this Agreement. The Program may access websites owned, controlled by, or operated by licensed affiliates of Licensor, and receive patches and/or updates to the Program from these websites. All patches, updates or other downloadable material used by, or incorporated into, the Program are the copyrighted property of Licensor, who reserves all rights therein, and shall be governed by the terms and conditions of this Agreement.

3. Responsibilities of End User.

A. Subject to the Grant of License hereinabove, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code, modify, disassemble, decompile, create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of Licensor.

B. The Program is licensed to you as a single product. Its component parts may not be separated for use on more than one computer.

C. You are entitled to use the Program for your own use, but you are not entitled to:

- (i) sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of Licensor.
- (ii) exploit the Program or any of its parts for any commercial purpose including, but not limited to, use at a cyber café, computer gaming center or any other location-based site. Licensor may offer a separate Site License Agreement to permit you to make the Program available for commercial use; contact Licensor for details;

(iii) use or allow third parties to use the New Materials for commercial purposes, including, but not limited to, distribution of such New Materials on a stand-alone basis or packaged with other software or hardware through any and all distribution channels, including, but not limited to, retail sales and on-line electronic distribution, without the express written consent of Licensor;

(iv) host or provide matchmaking services for the Program or emulate or redirect the communication protocols used by Licensor in the network feature of the Program, through protocol emulation, tunneling, modifying or adding components to the Program, use of a utility program or any other techniques now known or hereafter developed, for any purpose including, but not limited to network play over the Internet, network play utilizing commercial or non-commercial gaming networks or as part of content aggregation networks without the prior written consent of Licensor;

(v) create or maintain, under any circumstance, more than one simultaneous connection to any hosting service utilized for on-line play. All such connections, whether created by the Program or by other tools and utilities, may only be made through methods and means expressly approved by Licensor. Under no circumstances may you connect, or create tools that allow you to connect to the hosting service's private binary interface or interfaces other than those explicitly provided by Licensor for public use.

4. Program Transfer. You may permanently transfer all of your rights under this License Agreement, provided the recipient agrees to the terms of this License Agreement and you agree to remove the Program and any New Materials from your home, business or portable computer.

5. Termination. This License Agreement is effective until terminated. You may terminate the License Agreement at any time by destroying the Program and any New Materials. Licensor may, at its discretion, terminate this License Agreement in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program and any New Materials.

6. Export Controls. The Program may not be re-exported, downloaded or otherwise exported into (or to a national or resident of) any country to which the U.S. has embargoed goods, or to anyone on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Commerce Department's Table of Denial Orders. By installing the Program, you are agreeing to the foregoing and you are representing and warranting that you are not located in, under the control of, or a national or resident of any such country or on any such list.

7. Customer Service/Technical Support. "Customer Service" as used herein may be provided to you by Licensor's representatives by telephone and/or by electronic message (e-mail). "Technical Support" may be provided to you by Licensor by telephone, electronic message (e-mail), or by posting of information related to known technical support issues on a web site. Unless otherwise stated in the Program's packaging or in the Program's user manual, nothing herein shall be construed so as to place a duty upon Licensor to provide Customer Service or Technical Support via a toll-free telephone number for an unlimited period of time.

8. Duration of the "On-Line" Component of the Program. This Program contains an "on-line" component that allows you to utilize the Product over the Internet utilizing servers and software maintained by Licensor and/or its affiliates. Licensor may, in its sole discretion, provide the servers and software technology necessary to utilize the "on-line" component of the Program, or Licensor may license to third parties the right to provide the servers and software technology necessary to utilize the "on-line" component of the Program. However, nothing contained herein shall be construed so as to place an obligation upon Licensor to provide the servers and software technology necessary to utilize the "on-line" component beyond the time that the Program is Out of Publication. The term "Out of Publication" as used herein shall mean that the Program is no longer being manufactured by Licensor.

9. Limited Warranty. Licensor expressly disclaims any warranty for the Program, any New Materials and Manual(s). The Program, any New Materials and Manual(s) are provided "as is" without warranty of any kind, either express or implied, including, without limitation, the implied warranties of merchantability, fitness for a particular purpose, or non-infringement. The entire risk arising out of use or performance of the Program, any New Materials and Manual(s) remains with the User, however Licensor warrants up to and including 90 days from the date of your purchase of the Program that the media containing the Program shall be free from defects in material and workmanship. In the event that the media proves to be defective during that time period, and upon presentation to Licensor of proof of purchase of the defective Program, Licensor will at its option 1) correct any defect, 2) provide you with a product of equal or lesser value, or 3) refund your money. Some states do not

allow the exclusion or limitation of implied warranties or liability for incidental damages, so the above limitations may not apply to you.

10. Limitation of Liability. NEITHER LICENSOR, ITS PARENT, SUBSIDIARIES, ITS LICENSORS OR AFFILIATES SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM AND ANY NEW MATERIAL OR AN ON-LINE PROVIDER AUTHORIZED BY LICENSOR, INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. FURTHER, EACH OF LICENSOR, ITS PARENT AND THE ON-LINE PROVIDER SHALL NOT BE LIABLE IN ANY WAY FOR THE LOSS OR DAMAGE TO PLAYER CHARACTERS, ACCOUNTS, STATISTICS OR USER PROFILE INFORMATION STORED ON AN AUTHORIZED ON-LINE GAME PROVIDER. EACH OF LICENSOR, IT'S PARENT, AND THE ON-LINE PROVIDER SHALL NOT BE RESPONSIBLE FOR ANY INTERRUPTIONS OF SERVICE ON OTHER ON-LINE PROVIDERS AUTHORIZED BY LICENSOR INCLUDING, BUT NOT LIMITED TO, ISP DISRUPTIONS, SOFTWARE OR HARDWARE FAILURES, OR ANY OTHER EVENT WHICH MAY RESULT IN A LOSS OF DATA OR DISRUPTION OF SERVICE. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

11. Equitable Remedies. You hereby agree that Licensor would be irreparably damaged if the terms of this License Agreement were not specifically enforced, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License Agreement, in addition to such other remedies as Licensor may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

12. Limitations on License. Nothing in this License Agreement shall preclude you from making or authorizing the making of another copy or adaptation of the Program and any New Materials provided, however, that (1) such new copy or adaptation is created as an essential step in your utilization of the Program and any New Materials in accordance with the terms of this License Agreement and for NO OTHER PURPOSE; or (2) such new copy or adaptation is for archival purposes ONLY and all archival copies are destroyed in the event of your Transfer of the Program and any New Materials, the Termination of this Agreement or other circumstances under which your continued use of the Program and any New Materials ceases to be rightful.

13. Miscellaneous. This License Agreement shall be deemed to have been made and executed in the State of California and any dispute arising hereunder shall be resolved in accordance with the law of California. You agree that any claim asserted in any legal proceeding by one of the parties against the other shall be commenced and maintained in any state or federal court located in the State of California, County of Los Angeles, having subject matter jurisdiction with respect to the dispute between the parties. This License Agreement may be amended, altered or modified only by an instrument in writing, specifying such amendment, alteration or modification, executed by both parties. In the event that any provision of this License Agreement shall be held by a court or other tribunal of competent jurisdiction to be unenforceable, such provision will be enforced to the maximum extent permissible and the remaining portions of this License Agreement shall remain in full force and effect. This License Agreement constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

I hereby acknowledge that I have read and understand the foregoing License Agreement and agree that the action of installing the Program is an acknowledgment of my agreement to be bound by the terms and conditions of the License Agreement contained herein. I also acknowledge and agree that this License Agreement is the complete and exclusive statement of the agreement between Licensor and myself and that the License Agreement supersedes any prior or contemporaneous agreement, either oral or written, and any other communications between Licensor and myself.



CUSTOMER SUPPORT

VU Games Customer Support can be reached in the following ways:

Technical Support

Phone: (800) 630-0811

10:00 AM - 8:00 PM Mon-Fri (EST)

Customer Service

Phone: (800) 757-7707

10:00 AM - 8:00 PM Mon-Fri (EST)

Online Support

<http://support.vugames.com>

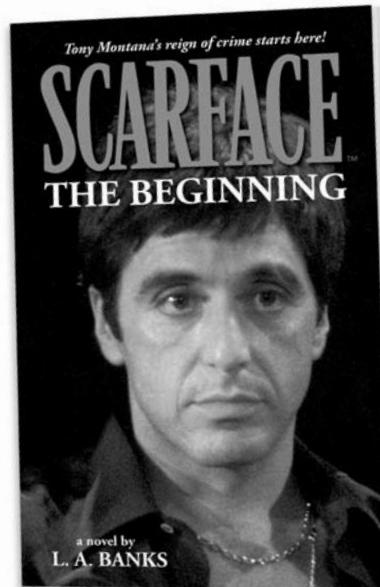
Mail

VU Games

4247 South Minnewawa Avenue
Fresno, CA 93725



If you purchased this game via download you will need to contact technical support at the website you purchased from for all installation, purchasing, download issues and refunds.



1-59582-017-5 / \$6.99

In the politically charged years of the early 1980s many immigrants escaped a nightmarish existence under Castro's rule and fled Cuba for America. One immigrant would cut a bloody path of destruction across the Florida landscape in a rampage fueled by drugs, rage, and paranoia. In a dark vision of the American Dream gone wrong, Oliver Stone and Brian De Palma created a classic character in Tony Montana in their re-envisioning of the mobster tale *Scarface*.

But Tony Montana's story didn't begin there. In two new novels from DH Press we will take you inside the life of Montana, going back to the years before his arrival in America to see what events shaped him into the man he became and what dire choices set him on the course of madness that would lead to a carnage-filled conclusion in the streets of Miami.

Visit www.dbpressbooks.com to discover other great books such as *Vampire Hunter D* novels featuring Yoshitaka Amano's breathtaking art.



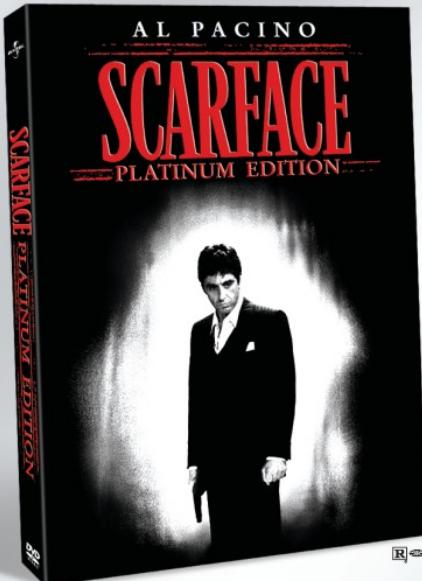
AVAILABLE AT YOUR LOCAL COMICS SHOP OR BOOKSTORE

To find a comics shop in your area, call 1-888-266-4226. For more information or to order direct visit darkhorse.com or call 1-800-862-0052

Scarface is a trademark and copyright of Universal Studios. Licensed by Universal Studios Licensing LLP. All Rights Reserved. A Note to Parents: Scarface is rated R. Consult www.filmratings.com for further information. DH Press and the DH Press logo are trademarks of DH Press.

A New Experience in Sound!

Bigger Guns, Bigger Explosions,
Bigger **Cojones**



All-New *Scarface* Platinum Edition,
featuring entirely new sound effects and music remix

NOW AVAILABLE ON DVD

www.universalstudioshomeentertainment.com

©2006 Universal Studios. All Rights Reserved.



SCARFACEGAME.COM

 **SIERRA**

 **RADICAL
ENTERTAINMENT**

 **UNIVERSAL**

"Scarface: The World Is Yours" interactive game © 2006 Vivendi Games, Inc. Scarface is a trademark and copyright of Universal Studios, Licensed by Universal Studios Licensing LLLP. All Rights Reserved. Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc., in the U.S. and/or other countries. Radical Entertainment is a trademark or registered trademark of Vivendi Games Canada Ltd. in Canada, the U.S. and/or other jurisdictions. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are property of their respective owners. A Note to Parents: Scarface is rated R. Consult www.filmratings.com for further information.

7233510